User's Guide for
Talking Electronic Darts

EXCALIBUR
ELECTRONICS, INC.

Model No. PL13-2

Congratulations on your purchase of the Talking Electronic Darts from Excalibur Electronics, Inc! You and your friends will enjoy hours of challenging fun with this innovative product. It includes 25 popular game series, such as Cricket and 301 to 1001.

Your Talking Electronic Darts is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety and care. Keep this manual for reference.

This package includes one Talking Electronic Dartboard, three red-checkered darts, three blue-checkered darts and its User's Guide.

The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could. The Electronic Dartboard is another unmatched innovation of Excalibur Electronics.
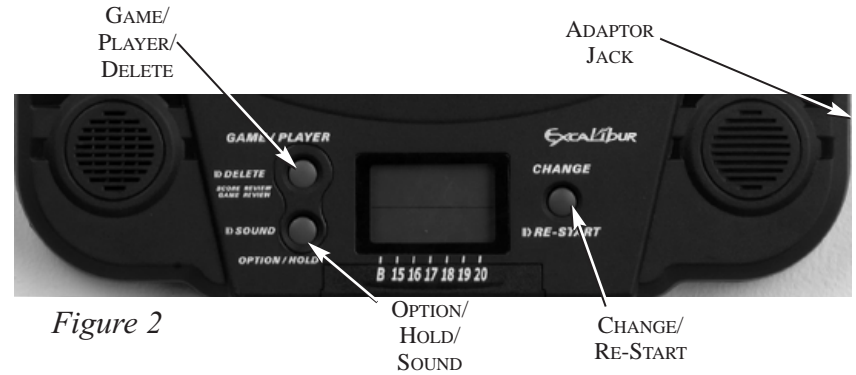
We make you think.

Table of Contents

DOUBLE RING (x2)

SEGMENT NUMBERS

TRIPLE 20
TOP SCORE
(60 POINTS)

OUTER
BULL'S-
EYE
(25 POINTS)

TRIPLE
RING
(X3)

SINGLE
RINGS (x1)

INNER
BULL'S-EYE
(50 POINTS)

CATCHER
(0 POINTS)

Figure 1

GAME/
PLAYER/
DELETE

ADAPTOR
JACK

Figure 2

OPTION/
HOLD/
SOUND

CHANGE/
RE-START

What's Included

Screws X 2 pcs

Figure 3

Adapter (**Adapter (optional, but not included)**
Output: 9V DC 100 mA (+-)

Pluge

Shaft

Figure 5

Spare Tips x 14 pcs

Figure 4

Shaft

Soft tip   Barrel   Flight
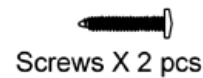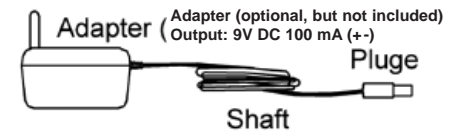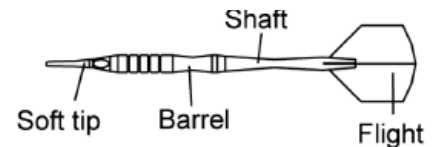
Figure 6

4

5

Installing Batteries

Your Talking Electronic Darts requires three AA batteries. To install batteries, carefully open the battery compartment located on the bottom of the front-side of the dartboard. Use your thumbs to press down on both sides of the battery compartment lid and slide it down.

Install three AA batteries, making sure to match the polarity (+ and -) with the diagram inside the battery compartment. Press the battery compartment lid back into the dartboard. It will snap in place once it's properly closed.

Function of Buttons

CHANGE: Press to confirm the set up when setting up a game; press to confirm the next player in a game or to begin a new game.

GAME/PLAYER: Press to scroll through game and player options when setting up a game; press to scroll through the players' scores; press to review the current game; press to delete the current score list.

OPTION/HOLD: Press to select a Double In, Triple In or Normal game settings. Press to turn the sound on or off. Press to pause during a game.
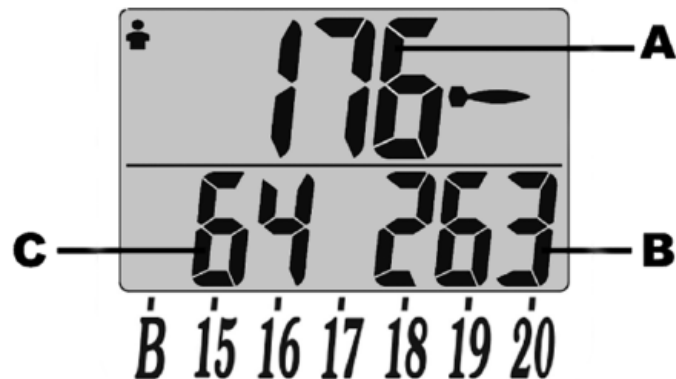
LCD Display

Figure 7

The LCD display is divided into three portions; each portion can mean one of the following depending on which game is played, as shown on Figure 7.

A.

The A section of the LCD display is located on the top center of the LCD display.

Numbers means the current player's score or the target number for the current player.

L or **H** followed by a number means the leader's score for the games *Over* and *Under*.

Pit followed by a number means it's the pitcher's turn.

bA followed by a number means it's the batter's turn in some games.

P#F# or **t#F#** will show which player won the game.

For instance, **P4F1** means Player 4 won. **t5F1** means Team 5 won.

Numbers two through seven when playing *Snook* means the target number is any number between two through seven.

B.

The B section of the LCD display is located on the bottom right of the LCD display.

Numbers means the target number for the current player.

R-# means the number of rounds.

db or **bE** when playing *Soccer* means the player should hit a double ring (**db**) or the Bull's Eye (**bE**).

##DT when playing *Free* means residual darts.

C.

The C section of the LCD Display is located on the bottom left of the LCD display.

Numbers means the next player's score or the next player's target number.

#L means the current player's Lives (marks).

bE-# when playing *English Cricket* means the residual Bull's Eye is to be hit by the pitcher.

B & C:

The close status of each number is displayed on the bottom rows for each player.

The middle mark lights to indicate the current player has no dart on the number.

The lower three marks indicate the current close status.

The upper left marks lights up to indicate a player has closed the number.

The top mark lights up to indicate the number has been closed by all other players and the current player cannot get points from this number after he or she closed the number.

How to Use

Installing Your Talking Electronic Darts

To install your dartboard, choose a suitable and safe location. Be sure to choose a location that is close to an electrical wall outlet, if you choose to use an adapter. Excalibur recommends following the international standard for your dartboard's height and distance, as shown
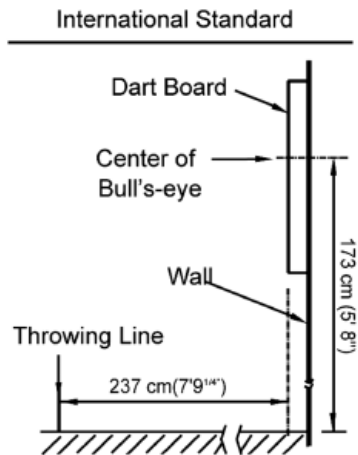

Figure 8

on Figure 8.

According to the international standard, the center of the Bull's Eye should be located five feet eight inches (or 173 centimeters). The throwing line should be seven feet nine inches (or 237 cm).

To hang your dartboard in this height, drill the upper screw at a height of six feet three and seven-eighth inches (or 193 cm) from the floor. Drill the lower screw exactly one foot three and three-fourths inches (or 40 cm) below the upper screw. This will be five feet one and one-fifth inches (or 153 cm), as shown on Figure 9.

After you've drilled the screws into the walls at the appropriate heights, carefully hang your dartboard securely on the two screws. Lightly pull down on the dartboard to insure it is securely in place before letting go.

The two fixed screws should be no longer than 0.24 inches (or six millimeters) in length to prevent screwing into electrical wiring inside of your walls and to securely hang your dartboard.
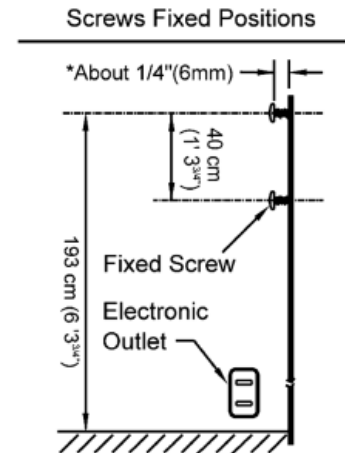
Figure 9

Setting Up Your Game

First, make sure your dartboard is powered; you can install batteries as explained in the "Installing Batteries" section on page 3 or you can use an adapter (not included) to plug your dartboard into an electrical socket.

Then, make sure your dartboard is properly hung on the wall.

Press any button to stop the LCD auto-test scanning.

Press the **GAME** button to select a desired game series, and press the **OPTION** button to select a desire game option. Please refer to the Game Name Chart on page 11. Once you've found your desired game series and game option, press the **CHANGE** button to confirm.

Press the **OPTION** button to select a single, double, or triple **IN** game and press the **CHANGE** button to confirm.

If you're playing an '01 game, press the **OPTION** button to select a single, double or triple **OUT** game and press the **CHANGE** button to confirm.

Press the **GAME** button to select the number of players or two teams.

Press the **CHANGE** button to start the game. After each player finishes their round, press the **CHANGE** button to move on to the next player.

When you are finished playing a game, press and hold the **CHANGE** button for two seconds to restart a new game.

How to Play

General
Dart Rules

These general dart rules apply to most all of the dart games. Exceptions will be noted in each individual game description.

Each player will be given three darts for each round. Any dart that bounces off or falls off of the dartboard shall not be re-thrown. After a player has finished his or her round, the player has to remove his or her darts from the dartboard.

All players will throw in sequence. Players can determine throwing sequence by throwing the Bull. This means, the player that throws closest to the Bull's Eye shall throw first.

If you throw a single, it is worth the same number of points as the segment. If you throw a double, it is worth double the number of points as the segment. If you throw a triple, it is worth triple the number of points as the segment. If you throw the outer bull, it is worth 25 points. If you throw the inner bull, it is worth 50 points.

Dart Games

'01 GAMES: *301, 501, 601, 701, 801, 901, A01*

The object of the game is to reduce your score to zero. Players begin their game with a score equal to the game option number. For example, when playing a 501 game, all players begin their game with a score of 501.

The round is bust (displayed as buSt) if a player goes over the amount and can not reach exactly zero. If the round goes bust, then the player's score will return to the score from the previous round. For example, you are playing **501** and your score is **498**. If

you throw a **15**, then that round is bust and your score stays at **498**.

You can also choose to play **DOUBLE/TRIPLE IN** or **DOUBLE/TRIPLE OUT** with any of the '01 Games.

DOUBLE/TRIPLE IN means the player must hit a number in the double or triple ring or the inner Bull's Eye to begin the game.

DOUBLE / TRIPLE OUT means the player must hit a number in the double or triple ring or the inner bull to reach the final score of zero to complete the game. The round will be bust if the player's score falls to one point under the double out option status.

HIGH SCORE: *6rd, 7rd, 8rd, 9rd, 10rd, 11rd, 12rd, 13rd, 14rd, 15rd*

The object of the game is to reach the highest total score within a preset number of rounds.

To begin, preset a number of rounds in the dartboard. You can select 6 through 15 rounds. The winner will have the highest total score after the preset number of rounds.

COUNT UP: *100, 200, 300, 400, 500, 600, 700, 800, 900*

The object of the game is to reach the preset total score first.

Each player begins their game with zero points.

To begin, preset a final total score. You can choose **100** through **900** (in increments of 100).

The first player to reach or go over this final score wins.

RANDOM SHOT: *6rd, 7rd, 8rd, 9rd, 10rd, 11rd, 12rd, 13rd, 14rd, 15rd*

The object of the game is to hit the same segment as the number that is displayed on C section of the LCD Display.

A **SINGLE** is worth one point.

A **DOUBLE** is worth two points.

A **TRIPLE** is worth three points.

An **OUTER BULL** is worth 3 points.

An **INNER BULL** is worth 5 points.

You can select 6through 15 rounds. The player with the highest final score wins.

UNDER: *Ldr, bot*

The object of the game is to shoot a three-dart score that is equal to or less than the "Leader's Score." Each player starts with seven "lives" and the last player "alive" wins.

Your score will become the new leader's score and you will not lose a life when your score is equal to or lower than the previous leader's score. If it is not, you will lose a life.

The previous leader has

the right to re-issue a new leader's score and not lose any lives even though the new leader's score may be higher than the previous leader's score.

Every missed dart is worth 60 points.

If you're not playing the Leader (**LDR**) option, the leader will also lose a life when he or she has a score that is over the leader's score (which is his or her own score). The leader's score can only be changed to a lower score.

OVER: *Ldr, toP*

The object of the game is to shoot a three-dart score that is more than or equal to the "Leader's Score." Each player starts with seven "lives" and the last player "alive" wins.

Your score will become the new leader's score and you will not lose a life when your score is equal to or greater than the previous

leader's score. If it is not, you will lose a life.

The previous leader has the right to re-issue a new leader's score and not lose any lives even though the new leader's score may be less than the previous leader's score.

If you're not playing the Leader (**LDR**) option, the leader will also lose a life when he or she has a score that is less than the leader's score (which is his or her own score). The leader's score can only be changed to a greater score.

COUNT DOWN: *100, 200, 300, 400, 500, 600, 700, 800, 900*

The object of the game is to reduce your score to zero. Each player will begin with the preset number of points (100 through 900). The points they earn for their shots will be deducted from their total score.

The first player to reach zero or below zero wins.

CLOCK 1: *—, -2-, -3-*

The object of the game is to hit each number once in sequence followed by the Bull's Eye.

Every player must first hit the number one, then two, etc.

You can select one of the following options for the game.

If you choose the — option, all doubles and triples will count as singles.

If you choose the **-2-** option, each player must hit each double once.

If you choose the **-3-** option, each player must hit each triple once.

CLOCK 2: *—, -2-, -3-*

The object of the game is to hit each number once clockwise on the dartboard followed by the Bull's Eye.

Each player starts with 20 and ends with five. The sequence is as follows: 20, 1, 18, 4, 13, 6, 10, 15, 2, 17, 3, 19, 7, 16, 8, 11, 14, 9, 12, 5, and the Bull's Eye.

After hitting each number, the player may proceed to the following number. The first player to complete the sequence in order and hit the Bull's Eye wins.

CLOCK 3: *—, -2-, -3-*

The object of the game is to hit each number once counter-clockwise on the dartboard followed by the Bull's Eye. Each player starts with 20 and ends with one. The sequence is as follows: 20, 5, 12, 9, 14, 11, 8, 16, 7, 19, 3, 17, 2, 15, 10, 6, 13, 4, 18, 1, and the Bull's Eye.

After hitting each number, the player may proceed to the following number. The first player to complete the sequence in order and hit the Bull's Eye wins.

9-LIVES: *3LF, 4LF, 5LF, 6LF, 7LF, 8LF, 9LF*

The object of the game is to throw numbers one through twenty followed by the Bull's Eye in sequence within the preset number of "lives."

Each player begins with a preset number of "lives." You can choose three through nine. In each round, the players will hit the target number with one of their darts. If a player misses the target with all three darts, he or she will lose a life.

The last player remaining alive or the first player to complete the sequence wins.

BEST TEN: *—, -2-, -3-, -E-*

The object of the game is to track the ten best darts based on the number shown on the LCD Display.

Select either a **—**, **-2-**, **-3-**, or **-E-** game first. **—** means whole segments; **-2-** means doubles; **-3-** means triples; and **-E-** means the Bull's Eye.

The dartboard issues a random number at the beginning of the game. All players needs to throw 10 darts in a round at the target number. Depending on the option you chose, doubles, triple and Bull's Eye may or may not count.

The player with the highest points wins after all player's have thrown their 10 darts.

CRICKET: *Sco, no*

The object of the game is to throw numbers 15 through 20 plus the Bull's Eye. The target number can be hit in any order. The first player to throw all numbers plus the Bull's Eye wins.

A player closes on a specific number by hitting one triple, or one double plus one single, or three singles. In regards to the Bull's Eye, the outer bull is considered a single and the inner bull is considered a double.

After a player "closes" a specific number, that player can continue to accrue points on that number every time he or she throws that number until all of the other player's close on that number too.

If you choose to play "No Score" Cricket, the object of the game is to close numbers 15 through 20 plus the Bull's Eye. There are no additional points.

ENGLISH CRICKET

English Cricket is a two-player game only. One player acts as the pitcher, the other player acts as the batter. The pitcher's object is to accumulate nine wickets as soon as possible. The batter's object is to accumulate as many points as possible before the pitcher accumulates nine wickets.

The pitcher's target is the Bull's-Eye. The outer bull counts as one wicket; the inner bull counts as two wickets. If the pitcher hits another number, it does not count.

The batter can throw any single, double or triple until the pitcher accumulates nine wickets. The score counts only when the total score per round are over 40 points. For example, if the batter's score is 46, subtract 40 and the batter's final score is 6.

The game is over after the second scored round is finished.

CUT-THROAT CRICKET

The object of the game is to throw numbers 15 through 20 plus the Bull's Eye. It's essentially the same game as Cricket, except that when a player closes a number, every time that player hits that number, the score is given to the opponents that have that same number open.

The first player to throw all numbers plus the Bull's Eye and has the lowest score wins.

HALVE IT: *12rd, rAn*

The object of the game is to throw the random number displayed on the LCD display. The target number will not change within one round; all players will need to hit this number with at least one of their darts within the round. Doubles and triples count for the target number.

If a player does not hit the target number with at least one of his or her three darts, that player's score will be automatically cut in half.

The LCD display will display a new target number for each round.

If you chose to play the random (**rAn**) version, the game will progress until all players have thrown three darts for seven rounds.

If you chose to play the 12 Round (**12RD**) version, the game will continue for 12 rounds.

All 51 by 5: *31, 41, 51, 61, 71, 81, 91*

The object of the game is to reduce each round's score from the preset score of 31 through 91; however, the total points for each round must be divisible by five to receive any score. For example, if a player gets 25 points on a round, his or her score is 5 (25 ÷ 5 = 5).

Any score that is not divisible by 5 is not counted. If a player misses any of the three darts, his or her score is not counted too.

The round is bust when a player reaches a score higher than the residual score. The winner must finish with exactly zero.

The first player to reach zero wins.

Follow the Leader: *Ldr, Con*

The object of the game is to hit "target number" issued by the leader. The single, double and triple numbers are different.

Each player will start with seven lives and the last person "alive" wins.

The LCD display will show a   target number. The first person to hit the target number is the leader.

The leader will issue a target number for each round. Each player must hit the target number with one of his or her three darts or else lose a life.

A new player can become the leader if he or she hits the target number and hitting the score area again.

The previous leader has the right to reissue a new leader's target number and no lose any lives even if the new leader's target numbers are different from the previous leader's score.

The dartboard will also display "**1-3**" target number automatically after pressing the Change button if a player hits the target number can becomes the leader, even if he or she missed all residual darts during his or her round.

If you choose to play the Continue option, the game is played the same except the leader also has to hit the target number if all other players do not. If not, he or she will lose a life. The game always "continues" on the same target number until one player hits this target number, then a new target number can be chosen.

Shanghai: *I, II, III*

The object of the game is to throw specific numbers in sequence within seven rounds.

To play Shanghai I, players target one in round one, two in round two and continue until they target seven in round seven. The player with the highest score wins the game after the final player throws the third dart in the seventh round.

To play Shanghai II, follow the same rules as Shanghai I except a player can win instantly in any three darts rounds by hitting a single, double and triple in any order during play.

To play Shanghai III, players take turns throwing at numbers one through 20 in sequence. A player can win instantly by hitting a single, double, and triple in any order during a round. The player with the highest score after the last player throws the third dart in the seventh round or the player to reach and hit 20 wins.

Scram: *7t, 21t*

If you choose to play 21 Target Scram (**21t**), the object of the game is to throw all the numbers, 1 through 20, plus the Bull's Eye. One player acts as the Scorer, whose goal is to score as many points as possible by hitting any one of

the numbers. Another player acts as the Stopper, whose goal is to hit each of the numbers 1 through 20 once and the Bull's Eye in any order.

The Scorer round is finished when all numbers are erased. The person with the highest score wins the game.

If you choose to play 7 Target Scram (**7t**), the object of the game is to throw 15 through 20 plus the Bull's Eye. Each must be hit three times to close that number. Stoppers erase a specific number by hitting one triple, one double plus one single or three singles. The outer bull is considered a single and the inner bull is considered one double.

KILLER: *3LF, 4LF, 5LF, 6LF, 7LF, dbl*

The object of the game is to kill your opponent before he or she can kill you. The last person alive wins.

To start the game, each player throws one dart with the opposite hand (if you're right handed, throw with your left hand; if you're left handed, throw with your right hand). Every player needs a different number from one another.

Each player needs to hit his or her own number to add one life to each hit. A player may add one life to another player by throwing his or her number.

Every player can become a killer by throwing the preset target number (i.e. lives three through seven). The LCD display will show " ≡ # # ≡ " when a player becomes a killer.

If you choose to play with the double option, a player must hit the "**DOUBLE RING**" of his or her number once and then he or she becomes a killer. The killer must also hit the "**DOUBLE RING**" of his or her opponents' numbers to kill them. A killer may accidentally commit suicide if a

player hits his or her number. A killer will remain a killer throughout the game unless he or she loses all of his or her lives.

SOCCER: *6rd, 7rd, 8rd, 9rd, 10rd, 11rd, 12rd, 13rd, 14rd, 15rd*

The object of the game is to take possession of the ball by hitting the Bull's Eye first, then kicking for the goal by hitting as many double segments as possible.

Another player can take possession of the ball by hitting the Bull's Eye.

Each double will count as one point.

The player with the highest score wins.

BILLIARD 9 BALL: *4-13 option*

The object of the game is to hit as many "nine balls" as possible. The more "nine

balls" you hit, the higher your score.

All players throw number one through nine in order. To get to nine, one must hit one through eight. Only the nine is worth points. Once you've hit nine, then throw the sequence again.

Players in this game are not limited to three darts per round. The current player can continue to throw darts until he or she misses his or her target.

Before the game, select the winning score from four through 13. The first player to reach this score wins.

SNOOKER

The object of this game is to cross hit one red ball followed by one colored ball. The colored balls, 2 through 7, shall be hit after the player hits the final red ball (Bull's Eye) and colored ball. The player with the highest points wins.

The red balls are 8through 20 plus the Bull's Eye. These need to be hit in sequential order. Each hit is worth one point.

The colored balls are two through seven. Each colored ball is worth the same as its segment number.

The game does not limit three darts per round. A player can continue to throw until he or she misses the target.

Players will take turns when the player misses all three darts at the beginning of the round or the player misses.

FREE

The object of the game is to throw 10, 20, or 30 darts per round and get the highest score. This game players all singles, doubles, triples and Bull's Eye. The player with the highest score wins.

Special Care & Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39ºF and 100ºF (4º C and 38º C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

Battery Information

- Batteries should be installed and replaced only by an adult.
- Talking Electronic Darts uses three AA batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type and equivalency.

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This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *Reorient or relocate the receiving antenna.*
- *Increase the separation between the equipment and receiver.*
- *Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.*
- *Consult the dealer or an experienced radio/TV technician for help.*

Excalibur Electronics reserves the right to make technical changes without notice in the interest of progress.

LIMITED 90-DAY WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Conse-quential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states

do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply. The only authorized service center in the United States is:

**Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.**

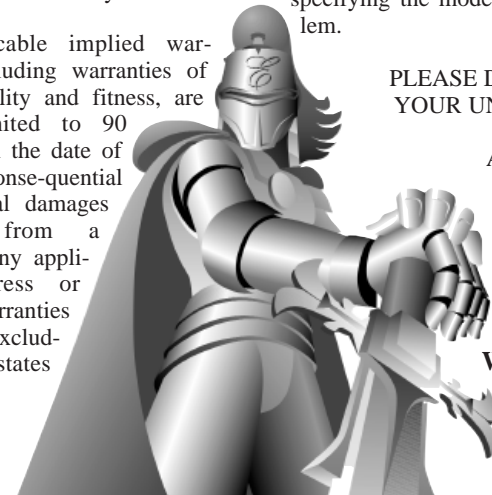**Phone: 305.477.8080
Fax: 305.477.9516**

www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton. If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND YOUR UNIT WITHOUT RECEIVING AN ESTIMATE FOR SERVICING. WE CANNOT STORE YOUR UNIT!

We make you think!

EXCALIBUR ELECTRONICS, INC.

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MIAMI, FLORIDA 33186 U.S.A.

WE MAKE YOU THINK

PHONE: 305.477.8080
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